

# Swarup Srinivasan

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## EDUCATION

**University of Toronto**, Honors Bachelor of Science

**Sep 2018 – Apr 2022 (Expected)**

Computer Science Co-op, Entrepreneurship Stream, 4<sup>th</sup> year

CGPA: **3.88** / 4.0 – Dean's List of Academic Excellence

Teaching Assistant: Software Engineering (CSCC01)

**World topper** of Computer Science, Cambridge International A levels

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## SKILLS

- **Languages:** Python, Java, C++, C, HTML, CSS, JavaScript, SQL
- **Frameworks:** React, React Native, Flutter, Spring Boot, Pandas, Spark, TensorFlow, Keras, scikit-learn
- **Concepts:** REST APIs, Multithreading, Agile methods (SCRUM, Test Driven Development), CI/CD
- **Tools:** Git, Jira, Microsoft Azure Cloud, Figma

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## EXPERIENCE

**Software Developer Intern – BlackBerry**

**Sep 2020 – Dec 2020 (Present)**

- Work in a cross-functional team of experts responsible for the security of next generation BlackBerry products
- Develop new IoT security software for Linux, iOS, and Android
- Collaborate with team members, receiving and providing feedback on investigations and prototypes
- Contribute to Tech Talks and white papers to drive knowledge sharing and innovation with other teams

**Machine Learning Engineer Intern – University of Toronto**

**Jan 2020 – Apr 2020**

- Led development of tool to predict job salaries with **86%** accuracy using natural language processing to build machine learning models with TensorFlow, Python using Azure Cloud distributed systems
- Reduced REST API deployment time by **67%** by optimizing pipeline using Docker and Kubernetes
- Presented report interface built with HTML, CSS, JavaScript to team of **7** non-technical HR managers
- Decreased MySQL query time by **15 minutes** by creating module automate query generation

**Software Developer – Google Developer Student Club ([GitHub](#))**

**Jan 2020 – Jun 2020**

- Increased essential resource accessibility by **10%**, by creating a cross-platform mobile app in a team of 4 using Flutter to provide offline access to resources such as local food banks and homeless shelters, using SMS

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## PROJECTS

**Virtual Queue Manager – ([Website](#), [GitHub](#))**

**Jun 2020 – Present**

- Website to manage store queues with features including intelligent store searching, store analytics tracking, real-time queue status monitoring, QR code validation
- Technology: MongoDB, Express, React, Node.js, Google Maps API

**Escape Room Game – ([GitHub](#))**

**Jun 2020 – Present**

- Escape room puzzle game with a ray-casting 'grabbing' system for players to move objects and escape the room
- Technology: C++, Unreal Engine

**Style Matcher – ([GitHub](#))**

**Feb 2020 – Feb 2020**

- Website that suggests clothing by 'matching' user wardrobe to catalog which reduces shopping time by 90%
- Technology: React, Python, Flask, Google Computer Vision API, Figma

**Spotify API Clone – ([GitHub](#))**

**Feb 2020 – Feb 2020**

- REST API for a music player created using microservices to friend/follow users, like songs, create playlists, etc.
- Technology: Java, Spring Boot, MongoDB, Neo4j

**Secure File Transfer System – ([GitHub](#))**

**May 2019 – Aug 2019**

- System for secure file transfer from server to clients. Handles concurrent requests with 0% degradation in speed
- Technology: C, sockets, I/O multiplexing, UNIX